

What Is HTML5?

Your Guide To HTML5

What is HTML5 ?



HTML stands for hyper text markup language. HTML is simply a markup language which defines the layout of a webpage.

HTML is pretty simple and is the basic building block of all website. No matter what type of website you are making, the basic building block is HTML.

HTML was first proposed and used by Tim-Berners Lee in 1980 in CERN lab. The initial HTML codes and specifications were simple. Time went by people started taking internet as one of the fastest means of sharing information and resources.

This gave arouse to a need of better markup language and along with the need, new and better versions of HTML were released. The latest version is HTML5. So the question is '**what is HTML5**'. Here, the latest version 'HTML 5' will be discussed.

If you are into web develop or are simply a web enthusiastic and are still unclear about *what is HTML5* and why should I use it, then here's the big picture for you- According to a report released on 30 September 2011, 34 of the world's top 100 Web sites were using HTML5.

This includes all the big search engines and social networks. 34 out of 100 top websites are using the technology which is still in it development phase is not something that can be overlooked. Almost all of the big browsers have already upgraded their core to support HTML5 features. In simple words, HTML5 is the future of internet.

HTML 5 is one of the most talked about thing on the internet these days so you might be wondering 'what is HTML 5'. Well in general terms, it is yet another upgrade to the HTML. It is the latest standard released by W3C for making web pages. It is still under development but many people are already using it (34 out of 100 top websites as till 30 September 2011).

Much new syntax has been introduced in the new HTML 5 to make web development easier. It was originally intended to overcome the cross browser issues with HTML and XHTML. HTML 5 can even be used to create full fledged web application and mobile browser supported websites. Particularly, HTML 5 has given much more focus to multimedia.

Previous versions of HTML didn't have much of multimedia features and people had to use JavaScript and even flash to overcome their problems. HTML 5 is trying to take the market back from flash and other such services as many big websites like YouTube and others are using flash for streaming videos as HTML versions don't have good support for multimedia.

The tag used for specifying the type of document which would be later used for

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validating a website by W3C has been made much simpler in HTML5 than XHTML. HTML5 primarily focuses on replacing simple scripting codes with simpler HTML tags. The new multimedia supported syntax include <video>, <audio> and <canvas> elements, as well as the integration of Scalable Vector Graphics (SVG).

These tags are very easy to run and have made including multimedia and graphical content in a website easier without the use of other APIs or coding languages. There are many other tags including <section>, <article>, <header> and <nav> which are targeted to make webpage good, flexible and cross browser compatible and making web development easier at the same time. Any new tags have been introduced and some tags have been removed.

Some tags like <a>, <cite> and <menu> have been changed, redefined or standardized to make web development easier. Back in the days, web developers used some bad practices to get the results they wanted using the standard tags in the wrong ways and getting past W3C standards was hard. But they yet did it as it was really important to get the visual appearance they wanted. HTML5 primarily focuses on that.

The document object model (DOM) which used to be over looked by many developers back then has been reintroduced as fundamental parts of the HTML5 specification. Web developers used to take a look at DOM when they had to include scripting languages for specific purposes and it was not thought to be required for making static HTML page.

There are many other APIs that HTML5 has introduced to make web development easier. The new canvas element can be used for creating great 2D drawings with ease. The <video> syntax is thought to be one of the most useful features of new HTML5 as W3C are trying to take over flash in web video streaming.

This might as well be possible as many computers are having problems with updating and running flash file, but as HTML5 will be a core feature of the browser, they don't need to worry about the video as long as the browser is updated for latest HTML5 features.

Another sector that HTML5 is targeting is development and deployment of web applications (specifically Offline web applications). In previous versions of HTML, other programming languages were to be used along with HTML to create web applications and was often considered tiresome as people had to move on to other languages just for purpose of making a simple web application. HTML5 targets on solving this issue.

HTML5 also provides in browser document editing. This will prove to be a great improvement as websites are mainly used for sharing information and to edit document in older versions, web applications or scripting was required.

HTML5 is also targeting to displace scripting languages by introducing features like: allowing drag-and-drop, carrying out cross-document messaging and browser history management. In general, HTML5 is targeting to make web development independent to itself by allowing many features of scripting languages. HTML is mostly used to make simple static websites (as static sites need additional coding on a different language even though that they are built on HTML document).

HTML5 is looking forward to change it by allowing the development of dynamic websites using just simple codes which would have taken someone to learn another language and hours of coding formerly. HTML5 has given much more emphasis on error management as well. It is designed in such a way that the new syntax of HTML5 can be easily overlooked by old browsers incapable of supporting the new features.

Along with HTML5 a new version of CSS: CSS3 has been introduced. It is used a lot with HTML5 and the web pages made with HTML5 generally uses CSS3 specifications. Both HTML5 and CSS3 primarily focus on making static pages look interactive and support more multimedia features making web development using HTML independent of other languages.

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